
From: Phil Spencer [REDACTED]
To: Pete Hines
CC: Toni Philbrick
Sent: 2/10/2022 6:04:07 PM
Subject: RE: Xbox Blog Post

Great topic. Probably best for us to get on a call to discuss. I'll ask Toni to get us time.

Phil

From: Pete Hines [REDACTED]
Sent: Thursday, February 10, 2022 7:58 AM
To: Phil Spencer [REDACTED]
Subject: [EXTERNAL] Xbox Blog Post

Was surprised to see read the blurb below (**bold** emphasis is mine) in yesterday's [Xbox blog post](#).

To be clear, Microsoft will continue to make Call of Duty and other popular Activision Blizzard titles available on PlayStation through the term of any existing agreement with Activision. **And we have committed to Sony that we will also make them available on PlayStation beyond the existing agreement and into the future so that Sony fans can continue to enjoy the games they love. We are also interested in taking similar steps to support Nintendo's successful platform.** We believe this is the right thing for the industry, for gamers and for our business.

I understand that there is likely nuance here, but at its core it's being read as the opposite of what happened with us. As is mentioned [in this article](#) covering the blog post:

This is different from how Microsoft approached acquiring ZeniMax Media, parent company of Bethesda Softworks. While Microsoft is seeing through any contractual obligations for timed exclusives like Deathloop, future Bethesda titles like [Starfield](#) are exclusive to Xbox and PC, or more specifically, [platforms where Game Pass exists](#).

Just want to make sure I understand how I think about the above when speaking to devs/employees who ask, as well as for Todd, myself, and anyone else that might get asked about it interviews.

Pete

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Pete Hines
SVP, Global Marketing and Communications
Bethesda Softworks